

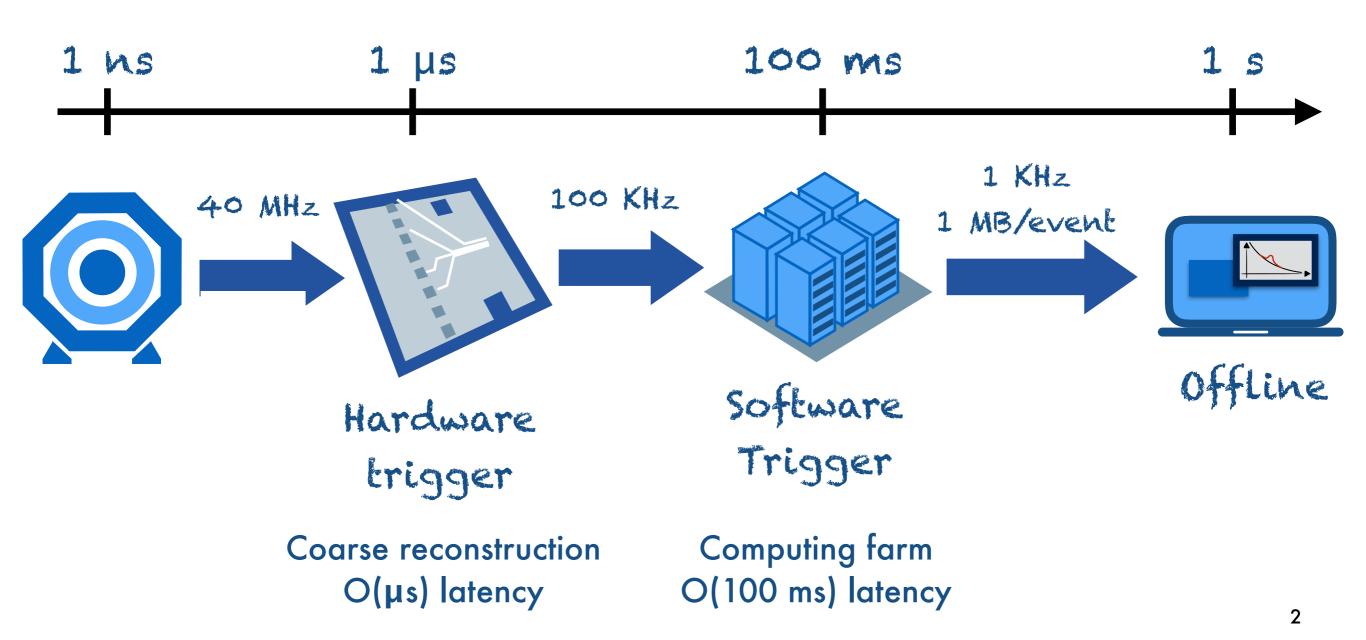
# Advances in triggering and data acquisition

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## The trigger system @ LHC

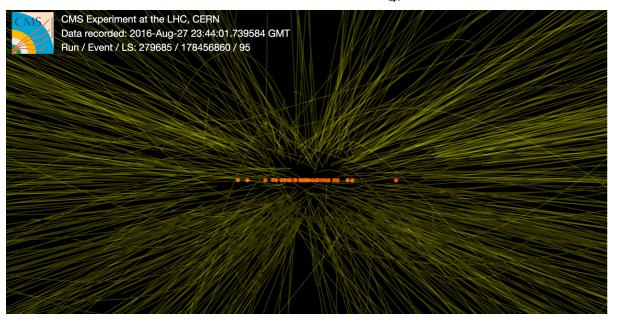
- Experiments at colliders must deal with extreme data rates of O(100) Tb/s
- We must reduce these to manageable levels for offline processing and storage by filtering collision events → triggering



## Trigger challenges @ HL-LHC

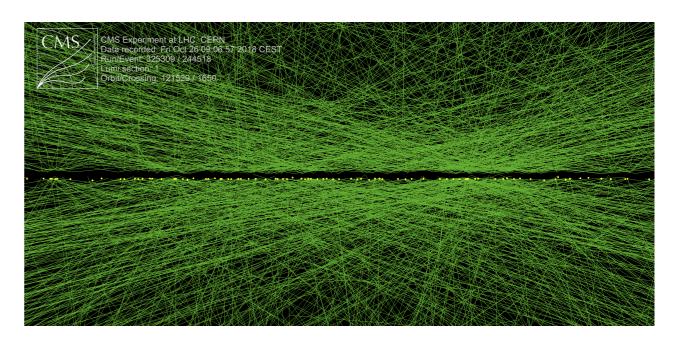
- Untriggered events are lost forever → need very fast and very accurate algorithms
- With higher rates, more pileup, more readout channels event data to become more complex at HL-LHC
- A challenge to mantain physics
  - → need more sophisticated triggers and DAQ systems

### LHC today



40 pp collisions per bunch crossing

#### HL-LHC

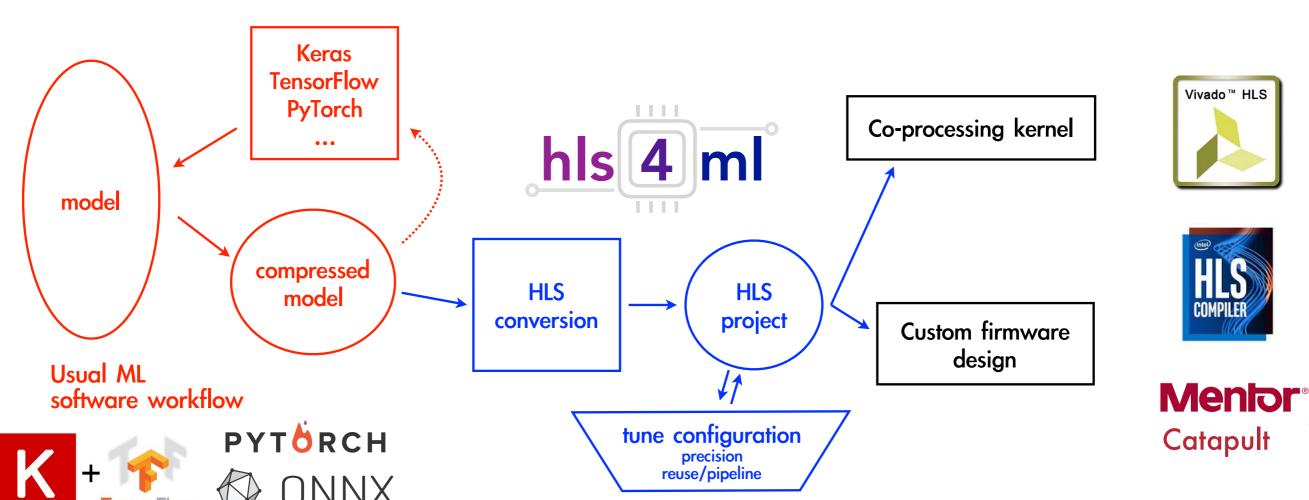


200 pp collisions per bunch crossing + more granular detectors

## Advances & opportunities

#### Hardware trigger:

- port offline-like algorithms to FPGAs [ex, tracking and particle flow]
- deploy deep learning, highly parallelizable inference on FPGAs
- take advantge of new industry tools for compiling more common C/C++ code to hardware language [ex, hls4ml for low latency DL inference]





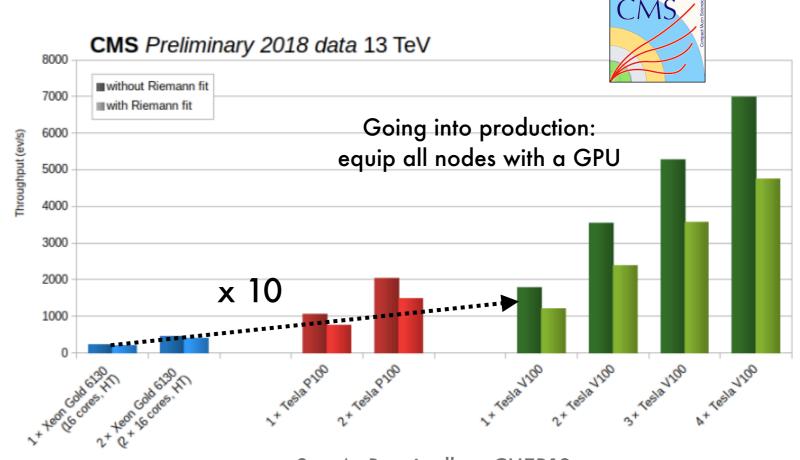
## Advances & opportunities

#### Software trigger:

- heterogenous computing systems to increase throughput at flat cost [\*]
- with GPUs in place deep learning inference could be made very fast (and faster than the standard physics-inspired reconstruction algorithm)

#### [\*] Example for CMS:

today offloading 24% of the online reconstruction to GPUs (pixel tracking, calorimeter reconstruction)



## Advances & opportunities

#### Software trigger:

- heterogenous computing systems to increase throughput at flat cost
- with GPUs in place deep learning inference could be made very fast (and faster than the standard physics-inspired reconstruction algorithm)
- CPU+FPGA system and more exotic processors also being explored with promising results for DL [\*]

